Method and System for Purchasing Content Related Material

ABSTRACT OF THE DISCLOSURE

5   A "buy" button is provided on devices that receive content material to facilitate a purchase of content related material as the content material is being presented to a consumer. If, while listening to or viewing content material from a provider, the consumer decides the purchase the content material, or an item associated with the content material, the consumer activates a "buy" button on the device that is rendering the content material. The rendering device associates an

10   item identifier associated with the content material to this "buy" command, and forms a purchase request containing this item identifier. If the rendering device has a receive-only capability relative to the provider of the content material, the purchase request is stored until the rendering device is brought in contact with a content access device that is able to transmit to the provider. The purchase request, including certification information such as a customer identification number, a

15   credit card number, and the like, is communicated to the provider by the content access device or by a rendering device that is able to transmit to the provider. In a preferred embodiment, to facilitate a purchase of copy-controlled content material, the rendering device includes a memory that stores the content material while it is being received, and a controller that controls access to this memory until an access authorization is received from the provider in response to the

20   purchase request. A transfer device is also provided that facilitates the communication of purchase requests and content material between the content access device and other rendering devices.

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